

Validation WG

01/13/2025

Snakemake caching ([#98](#))

Current status ->

- [femc_*,insert_*: enable caching #109](#)
- [zdc_*: enable caching #125](#)
- tracking_performance{,-dis}
- lfhcal

A tricky Snakemake gotcha:

Possible cause of the “neutron_insert” bug. If I understand correctly `wildcards.INDEX` is ignored by caching, so different simulations map onto the same cache.

https://github.com/eic/detector_benchmarks/pull/125/commits/eba9826360f282e5d07f6e0f9e0e5b69514da29e

Full campaign processing

Implemented in backwards ecal benchmark ([#120](#)) and is somehow blazing fast

- locally 6 minutes with 16 threads
- eicweb 25 minutes with 5 threads
- this reads only a single “EcalEndcapNClusters.energy” branch

No progress on full-campaign DEMP bechmark since last time.

Image browser

- CI plots show on page load
 - zero complaints about this so far
- sharing is caring
 - you can now share CI page selections with a friend
 - click button, link copied to clipboard, paste in new browser tab/email/mattermost etc